

SKILLS

- **Programming Languages** : Java
- **Libraries and Frameworks** : Spring Boot, Spring MVC, Spring JPA
- **Tools** : MySQL, Git, AWS(EC2, S3), Linux, Maven
- **Other Skills** : RESTful APIs, Microservices, Data Structures & Algorithms, Low Level Design

EXPERIENCE

Analyst

HCLTech

Feb 2021 - Oct 2023

Lucknow

- Coordinated responses to 370+ major IT incidents, demonstrating effective problem-solving and collaboration under high pressure
- Led cross-functional teams, ensuring swift and efficient resolution during critical situations, adhering to Agile Methodologies.
- Integrated automated shift scheduling tools (SendWordNow), improving communication efficiency across project teams.
- Designed and developed RESTful APIs for seamless communication between the frontend and backend of an ecommerce platform, supporting diverse operations and services across multiple regions.
- Optimized database performance by writing complex queries and designing efficient schemas in MySQL, resulting in an improvement in application response time.
- Refactored legacy codebases to improve readability, maintainability, and performance, reducing technical debt and enhancing overall system efficiency.
- Enhanced application security by implementing authentication, authorization, and data encryption with standards like OAuth 2.0 and JWT.
- **Key Technologies:** Java, Spring Boot, Hiberate, Microservices, MySQL.

PROJECTS

E-Commerce Application

- Architected and integrated over 3 microservices to streamline user management, product cataloging, and payment processing, resulting in an enhanced user experience.
- Implemented Stripe, RazorPay payment gateway integrations and OAuth 2.0 authentication for secure transactions.
- Engineered an event-driven email service using Kafka for large scale real-time notifications.
- **Key Technologies:** Java, Spring Boot, JPA, Redis, Kafka, Microservices.

Tic-Tac-Toe Game with AI (Command-Line Based)

- <https://github.com/PacificK777/Tic-Tac-Toe-Game>
- Created a Java-based Tic-Tac-Toe game featuring human and AI player modes, enhancing user experience through dynamic bot difficulty adjustments.
- Implemented diverse winning strategies and robust game state management through an improved gameplay experience.
- Engineered an object-oriented codebase with custom exceptions for game validation via a user-friendly interface.
- **Key Technologies:** Java, Object-Oriented Programming (OOP), Custom Exception Handling, Design Patterns (Strategy), Multithreading.

ACHIEVEMENTS

- ITIL® Foundation Certificate in IT Service Management (PeopleCert-AXELOS)
- Received Star award for top technical contributions in 2022.
- Awarded the 2Good Award in HCL Achievers League 2023 for maintaining the highest team rating consistently over 2 years.

EDUCATION

Scaler

Specialized in Software Development & Problem Solving

2024

- Coursework:** Data Structures & Algorithms, Low-Level Design (LLD), Object-Oriented Programming (OOP), System Design, Database Management, Multithreading, Concurrency, Design Patterns, REST API Development, Microservices Architecture, Spring Boot.
- Solved 500+ algorithmic problems with a 94% success rate, showcasing strong problem-solving and analytical skills.
 - Ranked in the top 5% of learners, demonstrating a commitment to excellence and continuous learning.

Dr. M.C. Saxena Institute of Engineering and Management

B.Tech | 71.1%

2019